Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	0	(pixel and fragment and stamp and probe and sliver).CLM.	US-PGPUB; USPAT	OR	OFF	2005/12/31 08:15
S1	3	"6504542"	USPAT	OR	OFF	2005/12/31 08:14
S63	1	345/694.ccls. and stamp	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:08
S66	0	345/694.ccls. and (pineda same polygon same rasteriz$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:07
S65	0	345/694.ccls. and (sliver same edge same (fragment or tile or block or chunk))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:07
S64	0	345/694.ccls. and (half-plane same edge same (fragment or tile or block or chunk))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:07
S62	165	345/694.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:07
S61	0	345/694.ccls. and sliver	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:07
S60	2	345/619.ccls. and sliver	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:07
S59	2	345/622.ccls. and sliver	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:07
S56	2	345/622.ccls. and (pineda same polygon same rasteriz$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:07

S54	2	345/622.ccls. and (sliver same edge same (fragment or tile or block or chunk))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:07
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S50	4	345/622.ccls. and stamp	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:07
S47	1	345/614.ccls. and sliver	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:06
S57	1	345/619.ccls. and (pineda same polygon same rasteriz$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:04
S55	1	345/619.ccls. and (sliver same edge same (fragment or tile or block or chunk))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:04
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S51	30	345/619.ccls. and stamp	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:04
S44	0	345/613.ccls. and (pineda same polygon same rasteriz$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:04
S42	0	345/613.ccls. and (sliver same edge same (fragment or tile or block or chunk))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:04

S41	0	345/613.ccls. and (half-plane same edge same (fragment or tile or block or chunk))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 15:03
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S48	71	345/622.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:59
S36	133	345/613.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:59
S46	0	345/613.ccls. and sliver	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:58
S45	1	345/614.ccls. and (pineda same polygon same rasteriz$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:58
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S37	69	345/614.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:58
S34	0	345/581.ccls. and (pineda same polygon same rasteriz$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:58

S33	2	345/581.ccls. and sliver	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:58
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S40	1	345/614.ccls. and (half-plane same edge same (fragment or tile or block or chunk))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:50
S39	2	345/614.ccls. and stamp	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:50
S31	0	345/581.ccls. and (half-plane same edge same (fragment or tile or block or chunk))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:50
S30	22	345/581.ccls. and stamp	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:50
S35	16	345/581.ccls. and (plane same edge same (fragment or tile or block or chunk))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:18
S25	1	345/469.ccls. and (plane same edge same (fragment or tile or block or chunk))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:16
S29	601	345/581.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:15
S28	0	345/469.ccls. and (pineda same polygon same rasteriz$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:15

S27	0	345/469.ccls. and sliver	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:15
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S24	0	345/469.ccls. and (half-plane same edge same (fragment or tile or block or chunk))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:15
S23	2	345/469.ccls. and stamp	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:15
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S19	5	345/441.ccls. and (pineda same polygon same rasteriz$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:14
S18	5	345/441.ccls. and sliver	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:14
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S8	436	345/423.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:12
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S12	1	345/423.ccls. and (sliver same edge same (fragment or tile or block or chunk))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 14:07
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S7	0	mendyke-laura.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 12:28
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S3	6	mcnamara-robert.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/12/30 12:28

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1 <u>Tiled polygon traversal using half-plane edge functions</u>
Joel McCormack, Robert McNamara
August 2000 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Publisher: ACM Press

Full text available: 📄 <u>pdf(96.25 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Existing techniques for traversing a polygon generate fragments one (or more) rows or columns at a time. (A fragment is all the information needed to paint one pixel of the polygon.) This order is non-optimal for many operations. For example, most frame buffers are tiled into rectangular pages, and there is a cost associated with accessing a different page. Pixel processing is more efficient if all fragments of a polygon on one page are generated before any fragments on a different page. Si ...

Keywords: graphics accelerators, rasterization, tiling

2 <u>Neon: a single-chip 3D workstation graphics accelerator</u>   ◼
Joel McCormack, Robert McNamara, Christopher Gianos, Larry Seiler, Norman P. Jouppi, Ken Correll
August 1998 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Publisher: ACM Press
Full text available: 📄 <u>pdf(1.58 MB)</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: chunk rendering, direct rendering, graphics pipeline, level of detail, rasterization, texture cache, tile rendering

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1   Tiled polygon traversal using half-plane edge functions   ◼
        Joel McCormack, Robert McNamara
        August 2000 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
        Publisher: ACM Press

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        Existing techniques for traversing a polygon generate fragments one (or more) rows or columns at a time. (A fragment is all the information needed to paint one pixel of the polygon.) This order is non-optimal for many operations. For example, most frame buffers are tiled into rectangular pages, and there is a cost associated with accessing a different page. Pixel processing is more efficient if all fragments of a polygon on one page are generated before any fragments on a different page. Si ...

        Keywords: graphics accelerators, rasterization, tiling

2   Image-driven simplification   ◼
        Peter Lindstrom, Greg Turk
        July 2000 **ACM Transactions on Graphics (TOG)**, Volume 19 Issue 3
        Publisher: ACM Press

        Full text available: 📄 pdf(1.98 MB)   Additional Information: full citation, abstract, references, citings, index terms

        We introduce the notion of image-driven simplification, a framework that uses images to decide which portions of a model to simplify. This is a departure from approaches that make polygonal simplification decisions based on geometry. As with many methods, we use the edge collapse operator to make incremental changes to a model. Unique to our approach, however, is the use at comparisons between images of the original model against those of a simplified model to determine the ...

        Keywords: image metrics, level-of-detail, polygonal simplification, visual perception

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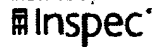|	
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stamp sliver pixel | AND ▾

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stamp sliver fragment | AND ▼

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